

LM-1487 Comparative Literature

Prof. B.A. Luis Salazar Castro

Video Games and Literature

Castlevannia:

- Based on Stoker's Dracula
- Encompasses a wide variety of gothic tropes:
 - uncanny – terror and horror – heroes – corruption – journey of the hero – fate
- Castlevannia Lords of Shadow: Mirror of Fate
 - Deals with corruption of the human soul which leads into monstrosity
 - The in-game bestiary reveals the origin of corrupted creatures who were once human
 - Fate seems inescapable and becomes a monstrous entity which parallels industrial and social determinism
 - Fate in deed is revealed to be a monster at the end of the game with an entry in the game's bestiary

Fire Emblem

- The game is a narrative of the struggle of good vs. evil
- Taoism is represented in the form of Grima vs Naga (the evil dragons)
 - Humans are under the influence of Naga, the good dragon, and Grima, the evil one
 - They struggle to follow one or the other and battle according to their allegiance and their actions lead them into either path
- Fire Emblem Awakening
 - The Royal family of Ylisse bears a birthmark that they got from Naga as a sign of their allegiance to good and their chosen members can wield a magical sword blessed by Naga's magic
 - Chrom, their prince, leads a group of vigilantes who fight the forces of men who serve Grima and who seek to destroy peace
 - The game plays with chronology to combine the narrative of Chrom's war with that of his future daughter who comes from the future to prevent the war from becoming worse
 - Lucina, Chrom's daughter, is a powerful woman who inherits Chrom's power to wield their

family's magical sword, being the first woman to do so

- Women in general have a powerful role as fighters during the war and the majority of them are central to the development and success of Naga's side
- Also, the player has a role as a character in the game whose participation leads into the success in the war which parallels the role of the reader as interacting with the text

Starcraft Broodwar

- The game is strongly politically charged
- Capitalism is criticized as the cause for greed and abuse of power
- Guerrillas and political factions are omnipresent and they seek to bring down the abuse of power
- The Zerg and Protoss are alien races who represent racism and social class: the zerg are beasts (primitive) and the Protoss are magical sages (advanced) and they represent savagery vs civilization while humans are neutral in comparison
- Sarah Kerrigan is a human soldier who was experimented on for military purposes
 - She acquired powers similar to those of the Protoss through these experiments
 - She joins a political faction that seeks to stop the abuse of reckless capitalism
 - She is taken by the Zerg and converted into a hybrid after her faction leader betrays her and leaves her in a Zerg infested world
 - She becomes a central villain for the Zerg and then takes over as the leader and controller of the Zerg populations
 - She goes from being a hero into the main villain of the game's narrative
 - Her role as a powerful woman is in a way demonized (as she turns evil), but also praised (as she becomes the most powerful and feared woman in the game's universe)